
By: **Delegates Howard and Rawlings**
Introduced and read first time: February 12, 1999
Assigned to: Ways and Means

Committee Report: Favorable with amendments
House action: Adopted
Read second time: March 26, 1999

CHAPTER _____

1 AN ACT concerning

2 **Education - Odyssey of the Mind Teams - Funding**

3 FOR the purpose of funding an Odyssey of the Mind team in the State that competes
4 in certain Odyssey of the Mind tournaments; requiring an Odyssey of the Mind
5 team that is awarded a grant to use the grant for certain purposes; funding the
6 grants; providing for the termination of this Act; and generally relating to
7 funding Odyssey of the Mind teams in the State.

8 BY adding to
9 Article - Education
10 Section 5-208.1
11 Annotated Code of Maryland
12 (1997 Replacement Volume and 1998 Supplement)

13 Preamble

14 WHEREAS, The Odyssey of the Mind values and nurtures creativity and
15 provides opportunities to develop creative problem solving skills that are important in
16 an ever changing world; and

17 WHEREAS, The mission of the Odyssey of the Mind includes the
18 encouragement and development of cooperation, self-respect, and the appreciation
19 and understanding of others; and

20 WHEREAS, Creativity is an important skill; and

21 WHEREAS, There is a need to focus our energies on providing activities for
22 students to develop and display what they have learned; and

1 WHEREAS, The Odyssey of the Mind appreciates diversity, interaction, and
2 cultural sensitivity; and

3 WHEREAS, Schools tend to offer students convergent problems in the
4 curricula that suggest there is both a single correct solution and a single correct
5 process for arriving at that conclusion; and

6 WHEREAS, Through the Odyssey of the Mind the normally inhibiting fear of
7 being wrong is mitigated, the pressure to be flawless is eliminated, and there is more
8 room for the naturally pleasurable aspect of learning; and

9 WHEREAS, Learning should be fun; now, therefore,

10 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF
11 MARYLAND, That the Laws of Maryland read as follows:

12 **Article - Education**

13 5-208.1.

14 (A) (1) THE DEPARTMENT SHALL DISTRIBUTE A GRANT TO AN ODYSSEY OF
15 THE MIND TEAM IN THE STATE THAT COMPETES IN THE ODYSSEY OF THE MIND
16 WORLD FINALS.

17 (2) AN ODYSSEY OF THE MIND TEAM THAT IS AWARDED A GRANT BY THE
18 DEPARTMENT SHALL USE THE GRANT TO PAY THE COSTS OF COMPETING IN THE
19 ODYSSEY OF THE MIND WORLD FINALS.

20 (3) A GRANT PROVIDED UNDER THIS SECTION MAY NOT EXCEED 50% OF
21 THE COSTS INCURRED BY A STATE ODYSSEY OF THE MIND TEAM COMPETING IN THE
22 ODYSSEY OF THE MIND WORLD FINALS.

23 (B) FOR FISCAL YEAR 2000 AND EACH FISCAL YEAR THEREAFTER, THE
24 GOVERNOR SHALL INCLUDE IN THE STATE BUDGET AT LEAST ~~\$150,000~~ \$75,000 TO PAY
25 THE COST OF STATE ODYSSEY OF THE MIND TEAMS COMPETING IN THE ODYSSEY OF
26 THE MIND WORLD FINALS.

27 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
28 July 1, 1999. It shall remain effective for a period of 2 years and, at the end of June
29 30, 2001, with no further action required by the General Assembly, this Act shall be
30 abrogated and of no further force and effect.

